

HOUSE BILL 619

Unofficial Copy  
C7

2003 Regular Session  
(3r1611)

*ENROLLED BILL*  
*-- Ways and Means/Judicial Proceedings --*

Introduced by **Charles County Delegation**

Read and Examined by Proofreaders:

\_\_\_\_\_  
Proofreader.

\_\_\_\_\_  
Proofreader.

Sealed with the Great Seal and presented to the Governor, for his approval this  
\_\_\_\_ day of \_\_\_\_\_ at \_\_\_\_\_ o'clock, \_\_\_\_ M.

\_\_\_\_\_  
Speaker.

CHAPTER \_\_\_\_\_

1 AN ACT concerning

2 **Charles County - Bingo - Prizes and Hours of Operation**

3 FOR the purpose of increasing in Charles County certain limits on prize money for  
4 bingo; limiting the hours of bingo operations in a certain way; and generally  
5 relating to bingo in Charles County.

6 BY repealing and reenacting, with amendments,  
7 Article - Criminal Law  
8 Section 13-1109  
9 Annotated Code of Maryland  
10 (2002 Volume)

11 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF  
12 MARYLAND, That the Laws of Maryland read as follows:

1

**Article - Criminal Law**

2 13-1109.

3 (a) A fundraising organization or educational organization may conduct bingo  
4 either for the benefit of charity in the county or to further the purposes of the  
5 organization.

6 (b) Subject to subsection (c) of this section, a fundraising organization or  
7 educational organization may award money or merchandise as a prize in a bingo  
8 game.

9 (c) (1) A fundraising organization or educational organization may not  
10 award a money prize exceeding [\$1,000] \$5,000 to any player in a bingo game.

11 (2) A fundraising organization or educational organization may not  
12 award more than [\$5,000] \$10,000 in total money prizes in a single day.

13 (d) A fundraising organization or educational organization may not conduct  
14 bingo at one location ~~on~~ FOR more than 4 HOURS PER DAY FOR:

15 (1) ~~4 HOURS ON ANY~~ 4 days in a 7-day period; or

16 (2) 3 consecutive days.

17 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect  
18 June 1, 2003.